

Espionage Table (Not before Turn 3; all modifiers are cumulative)

	Gain Intelligence	Assassination	English Catholic Rebellion
Target	Another Power	Army Leader or Elizabeth	Must be Spain vs. England
CP Cost	2 CP	2-4 CP	3-5 CP
Attack Dice	2 base dice	Equal to CP spent	Equal to CP spent
Attack Modifiers	+1 die: Cryptography (or Cipher Key) +2 dice: Informant (from previous impulse) +2 dice: Walsingham home card played	+1 die: Cryptography (or Cipher Key) +2 dice: Informant (from previous impulse) +2 dice: Hand Guns +1 die: Mary Queen of Scots is alive (and attempt is on Elizabeth) +3 dice: Mary Queen of Scots card played (and attempt is on Elizabeth)	+1 die: Cryptography (or Cipher Key) +2 dice: Informant (from previous impulse) +1 die: per Jesuit in England +3 dice: Mary Queen of Scots is alive +3 dice: Mary Queen of Scots card played +2 dice: Spanish regular in Ireland or Scotland +4 dice: Spanish regular in England
Defense Dice	None	1 die	5 dice
Defense Modifiers		+1 die: Cryptography (or Cipher Key) +1 die: if targeted Army Leader in controlled Home space +1 die: per point of Battle Rating of Army leader targeted +3 dice: if Elizabeth targeted	+1 die: Cryptography (or Cipher Key)

Results

4+ more attacker hits	For each hit, active player chooses one	Target killed & 1 VP awarded if attacker's hits exceed defender's by	Gunpowder Plot succeeds: Auto Win – Spain
3 more attacker hits	Offensive Action, but each Offensive Action	more than Battle Rating of target (assume Elizabeth has 2 Battle	6 Catholic Conversions followed by 4 CP Rebellion (in England)
2 more attacker hits	can only be selected once as a result for this	Rating); either way defender discards random card.	6 Catholic Conversions (must be in England)
1 more attacker hit	Gain Intelligence action.	Reroll dice.	Reveal English hand to Spain*
Hits tied	No effect.	Neutralize Informant that gave dice to this assassination (if any). [†]	Lose all operatives in England*
1 more defender hit		Take 2 different Defensive Actions (see below). [†]	Lose all operatives in England; Spain reveals hand to England *
2+ more defender hits		Take all 3 Defensive Actions (see below). [†]	Lose all operatives in England; Spain –1 card next turn *

Offensive Actions are your choice of:

- Neutralize an Informant placed by the target power on your Power Card (or a Jesuit if you are England and the target is Spain). Then roll a die. On a 4, 5 or 6 neutralize another operative, either an Informant from another power on your Power Card or a Jesuit if you are England and the target is Spain.
- Secretly inspect target power's hand.
- If target power is holding 3 or more cards in his hand (count Home card but not treasures) and at least one of the dice rolled was a "6", force him to discard a random card or treasure (as per the procedure in 6.3).

Defensive Actions are your choice of:

- Neutralize Informant that gave dice to this assassination.
- Secretly inspect attacking power's hand.
- Attacking power –1 card next turn.

Key:

* = England may execute Mary Queen of Scots if she is currently captured.

[†] = if target was Elizabeth, England may execute Mary Queen of Scots if she is currently captured.

Conversion Attempt Procedure

Roll Dice: 4, 5=minor conversion; 6=major conversion.

Take Unrest Markers: One marker if any 1 was rolled.

Allocate Major Conversions: Either:

- save until end to convert space under unit of opposite religion
- flip a space to enlarge base area
- nullify unrest and change this 6 to a minor conversion

Allocate Remaining Conversions: Must be adjacent to space of your religion; can not be under unit of opposite religion.

Add Unrest: Must be to space converted in this action/event.

Navigation Table

(add captain's navigation rating)

Roll 2d6	Result
2-6	Eliminated
7-8	Damaged
9+	No effect

If already damaged, a second Damaged result eliminates the voyage, captain to Turn Track.
With Eliminated, captain dies; remove from game.

Colony Table

(+1 with Plantation Science Bonus)

Roll 2d6	Result
2-4	Eliminated
5-8	No effect
9-11	Treasure
12+	Treasure plus Virginia Dare VP

Treasure Fleet Zone

Roll 1d6	Location
1-2	North Atlantic
3-4	Antilles
5	Spanish Main
6	Mexican Coast*

* = if Philippines are Spanish, otherwise Spanish Main

Rebellion Procedure

Specify Target Space: Must be Protestant religious influence; French or Spanish political control

Spend CP: 2 to 5 CP

Roll Dice: 1 die per CP spent plus 1 die if target is Protestant home space

Eliminate Catholic Units: 1 for each roll of 5 or 6

If No Catholic Units Remain:

- displace leaders and non-Catholic units
- add 1 regular per full 2 CP spent
- control target space and 1 adjacent space per CP
- May add army leader and/or capital
- Protestant now At War with France or Spain